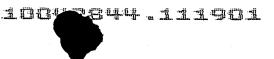


## WE CLAIM:

- 1 1. A gaming device, comprising:
- a scanner for scanning a bar code corresponding to a product identification;
- processing means for receiving the bar code from the scanner, for translating the
- 4 bar code to game data and for determining whether the game data are compatible game
- 5 data; and
- a storage medium for storing the compatible game data.
- 1 2. The gaming device of claim 1, wherein the game data comprise game character
- 2 data.
- 1 3. The gaming device of claim 1, wherein the gaming device is a hand-held gaming
- 2 device.
- 1 4. The gaming device of claim 1, wherein the scanner comprises a light-emitting
- 2 diode.
- 1 5. The gaming device of claim 1, further comprising:
- 2 a screen for displaying a menu according to signals from the processing means;
- 3 and
- 4 controls for making selections from the menu.
- 1 6. The gaming device of claim 1, further comprising a look-up table stored in the
- 2 storage medium to which the processing means refers when translating the bar code to
- 3 game data, wherein the look-up table correlates a plurality of different bar codes to a
- 4 plurality of different game data.
- 1 7. The gaming device of claim 1, wherein the bar code comprises a European Article
- 2 Numbering code.
- 1 8. The gaming device of claim 1, wherein the bar code comprises a Universal
- 2 Product Code.



- 1 9. The gaming device of claim 1, wherein the bar code comprises a Global Trade
- 2 Item Number code.
- 1 10. The gaming device of claim 1, wherein the bar code comprises a Global Location
- 2 Number code.
- 1 11. The gaming device of claim 1, further comprising a speaker.
- 1 12. The gaming device of claim 5, wherein the processing means causes a contest to
- 2 be staged on the screen when the processing means determines that the game data are
- 3 incompatible game data.
- 1 13. The gaming device of claim 5, further comprising a communication port for
- 2 transmitting signals between the gaming device and a second gaming device.
- 1 14. The gaming device of claim 12, wherein the incompatible game data correspond
- 2 to an enemy game character.
- 1 15. The gaming device of claim 12, wherein the contest is a battle.
- 1 16. The gaming device of claim 15, wherein the processing means causes a battle to
- 2 be conducted according to a set of rules stored on the storage medium of the gaming
- device, wherein the battle is graphically displayed on the screen, wherein the battle is
- 4 conducted between the compatible game data stored on the storage medium of the
- 5 gaming device and incompatible game data stored in a second storage medium associated
- 6 with the second gaming device.
- 1 17. The gaming device of claim 13, wherein the communication port comprises;
- a first tab for fitting into a first slot of the second gaming device;
- a second slot for receiving second tab of the second gaming device; and
- 4 a plurality of contacts for transmitting data between the gaming device and the
- 5 second gaming device.
- 1 18. A gaming device, comprising:
- 2 a simulated scanner which emits a light;



- a pressure sensitive switch proximate the simulated scanner; 3 a random number generator which generates a code when activated by the 4 5 pressure sensitive switch; and a processor for correlating the code with a feature of a game. 6 The gaming device of claim 18, wherein the feature is a game character. 1 19. The gaming device of claim 19, wherein the processor determines whether the 1 20. game character is compatible with the gaming device. 2 The gaming device of claim 20, further comprising a storage medium, wherein the 1 21. processor causes the code to be stored in the storage medium when the processor 2 determines that the game character is compatible with the gaming device. 3 22. The gaming device of claim 20, further comprising: a display; and a speaker, wherein the processor controls the display and the speaker to simulate a battle with the game character when the processor determines that the game character is not compatible with the gaming device. 5 1 23. A gaming device, comprising: a case small enough to be held in a single hand of a user; 2 a scanner disposed on a first side of the case, the scanner comprising at least one 3 4 light-emitting diode configured to read bar codes; 5 a controller disposed within the case, wherein said controller correlates read bar codes to one of a plurality of game data associated with a game; 6 a storage device within the case for storing a set of rules for the game and for 7 storing at least a portion of said plurality of game data; and 8 a coupling device for coupling the gaming device with a second gaming device, 9 10 the coupling device comprising a transmitter and a receiver.
- 1 24. The gaming device of claim 23, wherein the coupling device further comprises:
- a first tab configured to fit into a first slot of the second gaming device; and
- a second slot configured to receive a second tab of the second gaming device.

- -26-
- 1 25. The gaming device of claim 23, wherein the case of the gaming device comprises
- 2 a logo associated with the game data selected by the controller.
- 1 26. The gaming device of claim 23, wherein the case of the gaming device comprises
- 2 a color associated with the game data selected by the controller.
- 1 27. The gaming device of claim 23, further comprising:
- 2 a screen disposed on a second side of the case for displaying a plurality of images
- 3 and a plurality of menus according to signals from the controller; and
- a plurality of controls disposed on at least the second side of the case, at least one
- 5 of the controls allowing a user to select options from a menu.
- 1 28. The gaming device of claim 23, wherein the coupling device is disposed on the
- 2 first side of the case.
- 1 29. A gaming device, comprising:
- 2 a scanner for scanning a product identification number of a Universal Product
- 3 Code, the primary meaning of the product identification number being the identification
- 4 of a commercial product;

8

10

- 5 processing means for receiving the product identification number from the
- 6 scanner, for assigning a secondary meaning to the product identification number, the
- 7 secondary meaning corresponding with a monster belonging to one of a plurality of tribes
  - and for determining whether the monster belongs to a specific tribe of said plurality of
- 9 tribes, the specific tribe associated with the gaming device;
  - a storage device within the case for storing a set of rules for the game and for
- storing monster data for monsters belonging to the specific tribe; and
- a coupling device for coupling the gaming device with a second gaming device,
- 13 the coupling device comprising a transmitter, a receiver, a first tab configured to fit into a
- 14 first slot of a second gaming device and a second slot configured to receive a second tab
- 15 of the second gaming device.